

Opponent Detection and Localization

Humanoid Robocup Introduction/Advanced Lab

Bowen Ma

Siyu Chen

Yixi Zhao

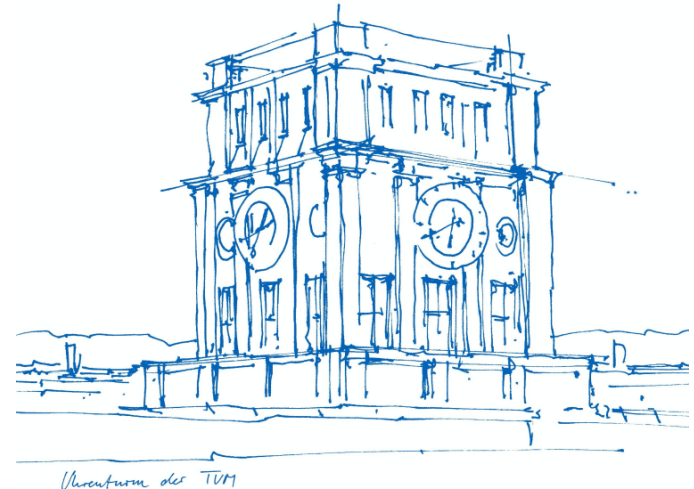
Zhen Zhou

Supervisor : M.Sc. Quentin Leboutet

Chair for Cognitive Systems

Prof. Dr. Gordon Cheng

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Motivation

- Lack of opponent detection
- No fixed features in robotics (change as different state)
- Can be applied in other fields (like ball detection)

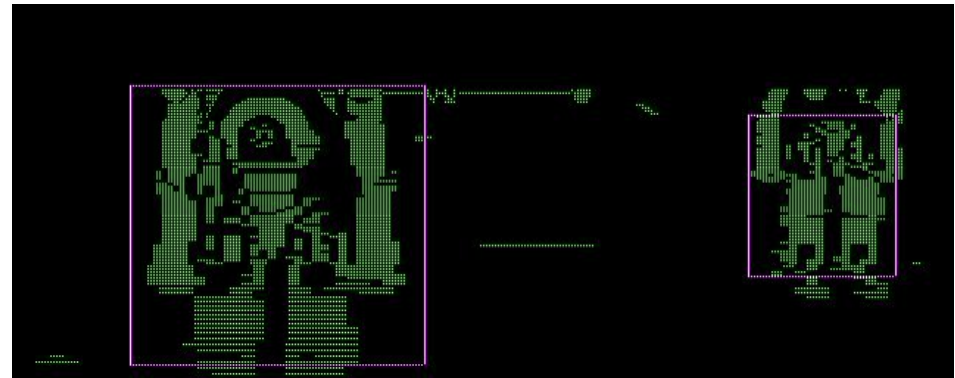
Approach

- More reliable preprocessing
- CNN-based approach
- Open-CV approach

Preprocess Image

Approach:

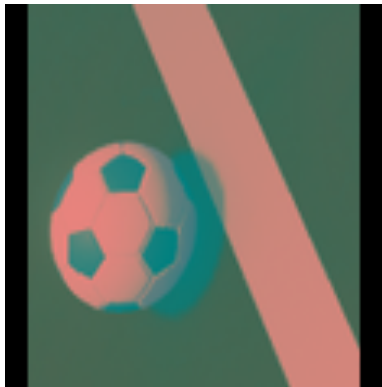
1. Create filter image
pixel between edges = 1
1. Use sliding window
 - a. Shift by 30 pixel
 - b. If sum > threshold
→ valid window
1. Combine valid windows
2. Cut window image



Dataset

- Use the dataset from <https://github.com/szemenyeim/ROBO>
- Select image with robot after preprocessing

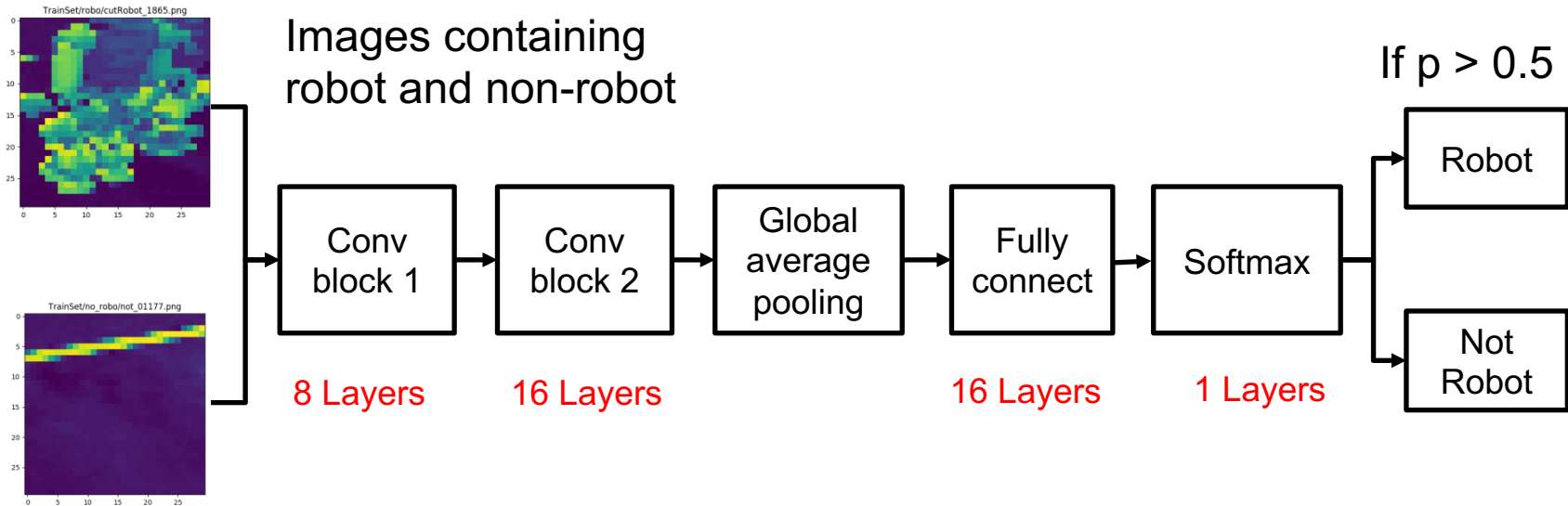
Not Robot : 2016 Pictures



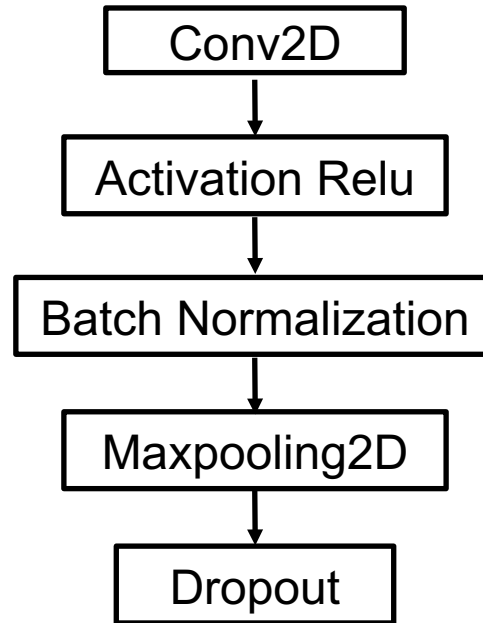
Robot : 2233 Pictures



CNN Architecture



CNN Block



CNN for Binary Classification

Hyperparameters

- CNN filters: [4, 8], [8, 16], [8, 16, 32], [16, 32, 64], [32, 64, 128]
- FC filters: [8, 1], [16, 1], [32, 1], [64, 1], [128, 1]
- Optimizer: Adam (lr=1e-4, decay=1e-3)
- Loss: Binary cross entropy
- Metrics: Accuracy

→ Best filter size: [8, 16] [16, 1]

Training Result

Loss:

Training = 0.1197

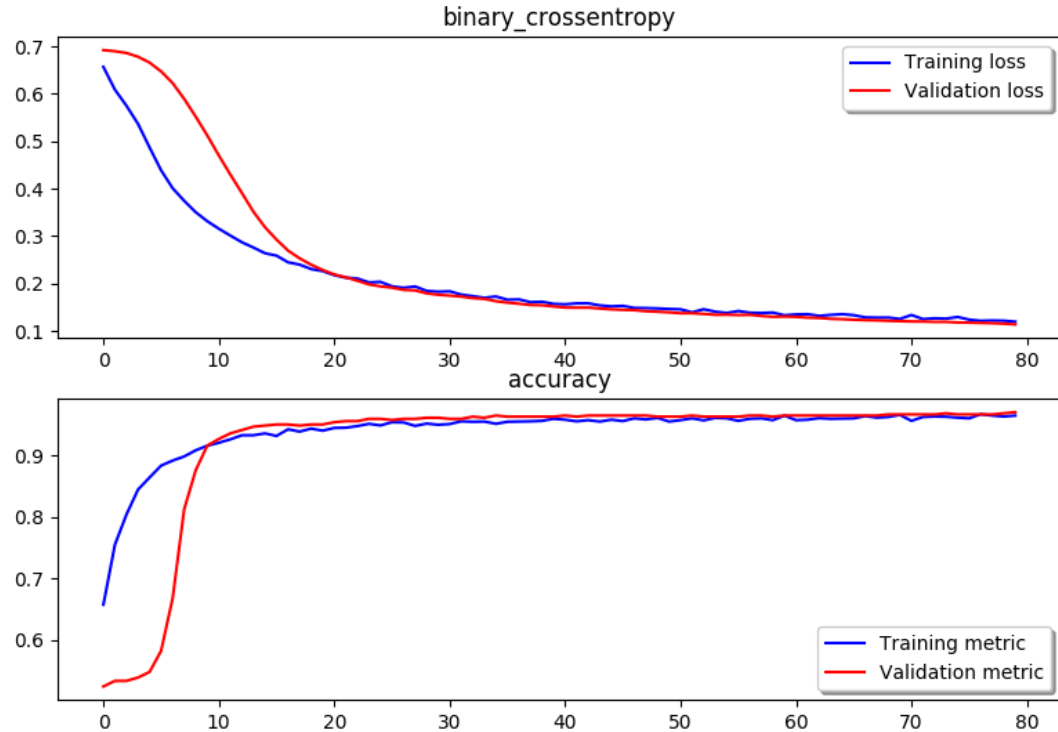
Validation = 0.1140

Accuracy:

Training = 0.9654

Validation = 0.9710

Test = 0.9738



Test on Real Robot

Time consumption:

Max Preprocessing = 0.00s

Max Robot detection = 0.0

Problems:

Edge detection not perfect

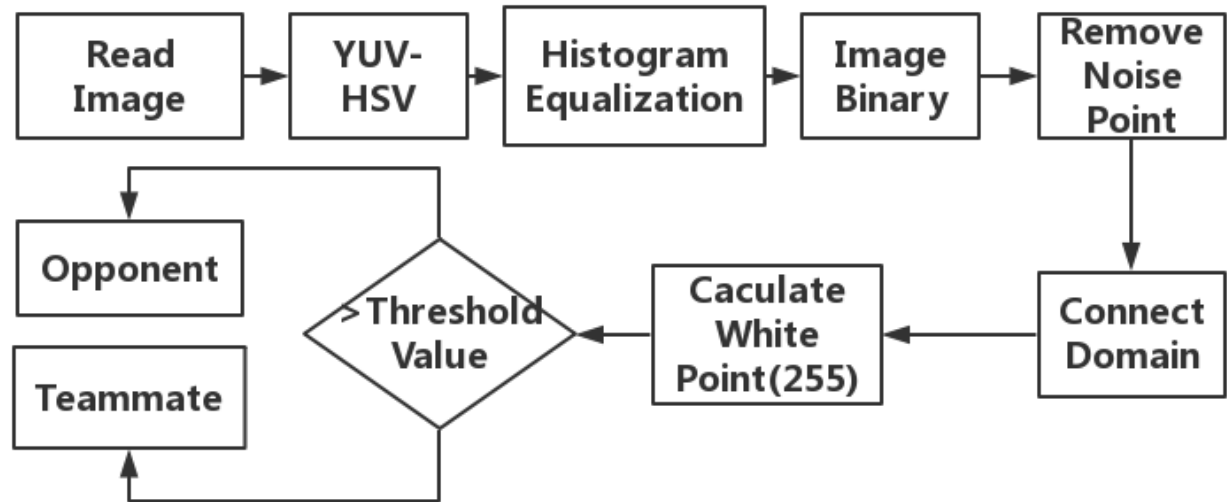
Light fluctuation



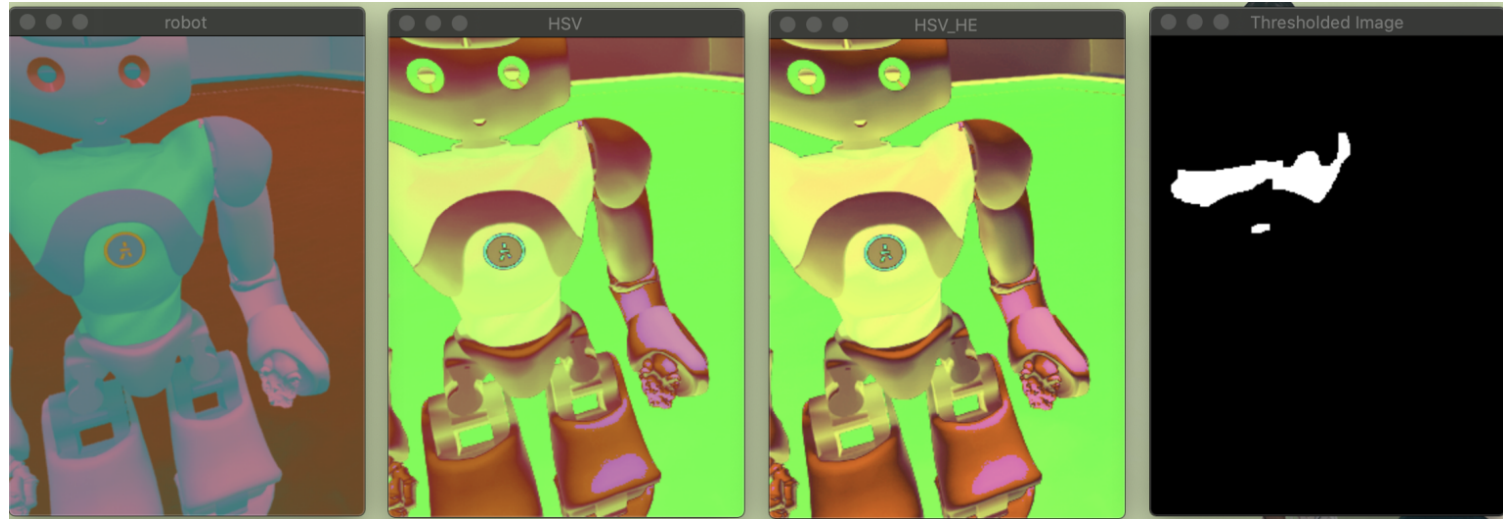
Team Identification

Solutions:

1. Directly use YCrCb
2. Transform YCrCb into HSV



Team Identification



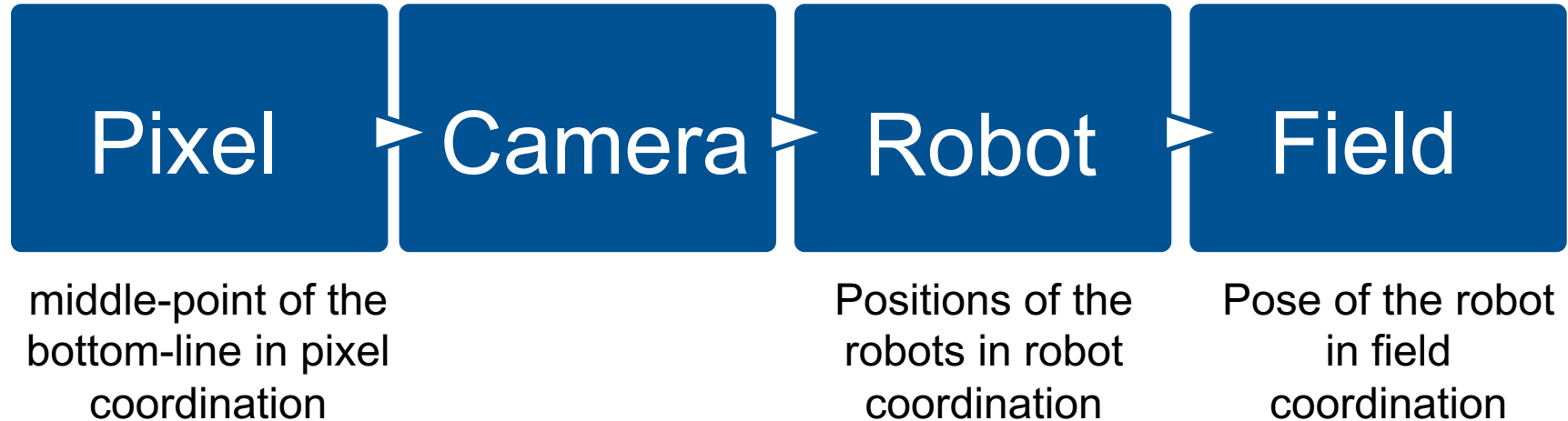
Original Image

HSV Image

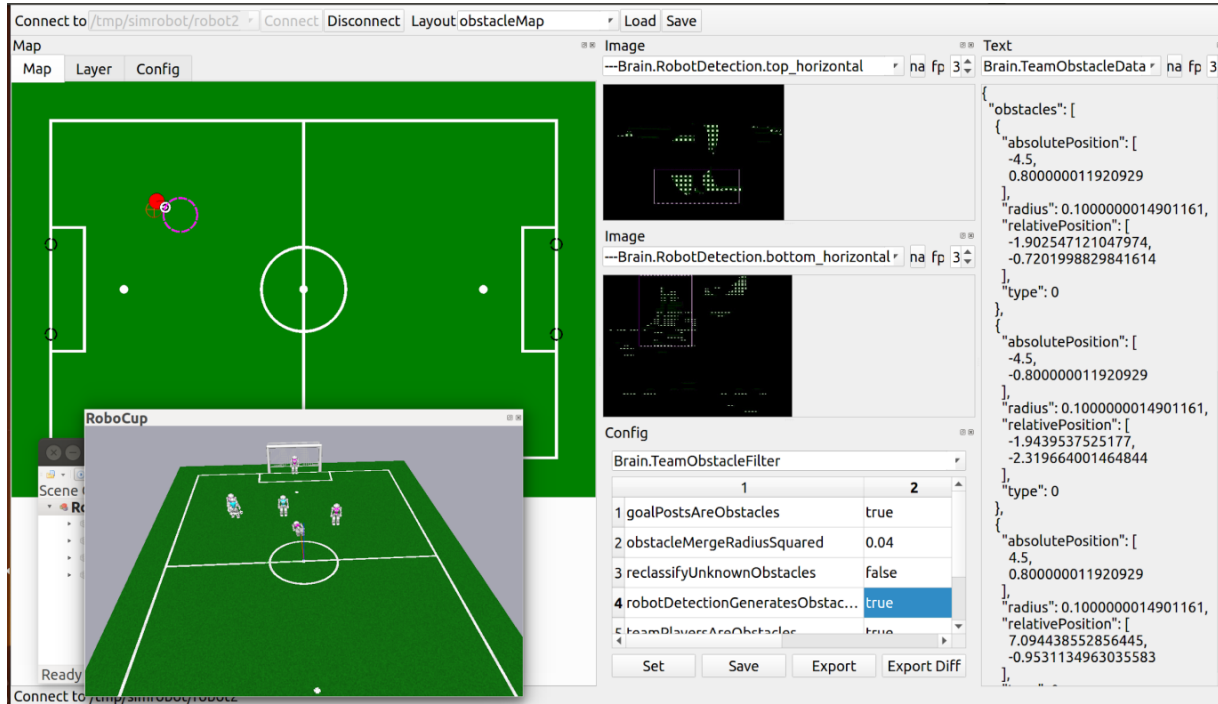
HSV after
Histogram
Equalization

Binary
Image

Position Estimate



Position Estimate



Question?

Future Work and Outlook

Future Work

- More stable purple circle of robot detection in MATE
- Integrate the teammate estimation
- Optimize the memory consumption of the neural network
- Faster the speed of processing

Outlook

- Algorithm which can detect all types of color
- Optimization for reducing the influence of light elements
- More accurate self-positioning

Parameters

Layer(type)	Output Shape	Param #
conv2d	(None, 28, 28, 8)	80
activation	(None, 28, 28, 8)	0
batch_normalization	(None, 28, 28, 8)	32
max_pooling2d	(None, 14, 14, 8)	0
dropout	(None, 14, 14, 8)	0
conv2d_1	(None, 12, 12, 16)	1168
activation_1	(None, 12, 12, 16)	0
batch_normalization_1	(None, 12, 12, 16)	64
max_pooling2d_1	(None, 6, 6, 16)	0
dropout_1	(None, 6, 6, 16)	0
global_average_pooling2d	(None, 16)	0
dropout_2	(None, 16)	0
dense	(None, 16)	272
activation_2	(None, 16)	0
dropout_3	(None, 16)	0
dense_1	(None, 1)	17
activate_3	(None, 1)	0

Total Params:

1,633

Trainable Params:

1,585

Non-trainable Params: